

Matthew Collier

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EDUCATION

University of Cambridge, Homerton College

Bachelor of Arts in Computer Science

Cambridge, UK

Sep. 2024 – Present

- 1st and 2nd year grades: **First Class**
- Courses include: Data Structures and Algorithms, Discrete Mathematics, Security, Machine Learning, Electronics, Databases
- Homerton College Computer Science subject representative, supporting and advising first-year students
- Winner of the 2025 Cambridge Game Jam

The Sixth Form College, Colchester

A-Levels: Maths (A), Further Maths (A*), Computer Science (A*), Electronics (A*)*

Colchester, UK

Aug. 2022 – May 2024

EXPERIENCE

Quantitative Developer Internship

Xantium

London, UK

Jul. 2026 – Sep. 2026

- Worked in the Volatility team to develop a feature-rich GUI supporting traders with option exercise decisions
- Collaborated with traders and developers through meetings, code reviews and iterative development to deliver a tool actively used in production
- Presented the completed project to the wider team, explaining its motivation, design and implementation

Games Porting Freelancer

Fellow Traveller Games, freelance through Monocle Media

Online

Jun. 2022 – Present

- Ported award winning Unity games to console (PS4, PS5, Switch, Xbox) and mobile
- Dealt with integrating platform specific code with game code, compliance and TRC checks, CPU and GPU profiling, debuggers, QA and bug fixing as well as remote collaboration
- Games include: Citizen Sleeper 1 and 2 (Jump Over The Age), Duck Detective 1 and 2 (Happy Broccoli Games), Wander Stars (Paper Castle), Great God Grove (LimboLane), CorpoNation - The Sorting Process (Canteen Games), 1000x Resist (Sunset Visitor) and No Longer Home (Humble Grove)

Software Engineer Internship

Fireslug Studios

Online

Mar. 2021

- Work experience on a Unity indie action game as part of a large volunteer team
- Involved daily collaborate remote team meetings and progress reports

PROJECTS

The Ringing Rabbit Hole | *Python, Manim, Animation*

2025 – Present

- Researched, animated and released a [YouTube series](#) on bell-ringing theory
- Used Manim and Python to build complex visualizations

Campana | *Unity, SQLite, iOS, Android*

2023 – Present

- Created a successful bell-ringing app for learning methods and creating compositions
- Planned and iterated with stakeholders with new features still being added
- Released on [iOS](#) and [Android](#) with 800+ paid downloads

Beardbarians | *Unity, Photon Networking, Milanote, Steam, Nintendo Switch*

2022 – Present

- Co-created an online platform-fighter with 11 unique characters where players fight using long beards
- Implemented networking with Photon Networking and coordinated a team of 4 with Milanote
- Released on [Steam](#) and [Switch](#)

TileWorld | *Unity, C, GBA, PCB Design*

2022

- Reverse engineered and built an unofficial Unity client for an online game
- Developed a GameBoy Advance client in C with custom firmware for internet connectivity via the Game Link Cable
- Designed a PCB and case for portability

Bubble Transport | *Objective-C, Unity, Mirror Networking, Game Center*

2021

- Created an open-source transport layer for Mirror Networking to support Game Center matchmaking in Unity
- Listed by Mirror as an official transport

SKILLS

Languages: C#, Python, Java, C, assembly, SQL, JavaScript, Ocaml

Technologies: Unity, L^AT_EX, Git, Github, Jenkins, Photoshop, Blender

Extracurricular: Bell Ringing (Secretary & Webmaster of the Cambridge University Guild of Change Ringers), Scouting (Scout leader, Completed DofE Bronze & Silver (working on Gold), Chief Scout Gold, World Scout Jamboree 2023 participant, volunteered at two other Jamborees), D&D, Gaming